

Lesson 5: Story Problems about Shapes

Standards Alignments

Addressing K.OA.A.1, K.OA.A.2

Building Towards K.OA.A.2

Teacher-facing Learning Goals

- Match equations to story problems.
- Solve story problems involving shapes.

Student-facing Learning Goals

- Let's solve story problems and match them to equations.

Lesson Purpose

The purpose of this lesson is for students to solve Add To, Result Unknown and Take From, Result Unknown story problems about pattern blocks.

In a previous unit, students used objects, drawings, expressions, and equations to represent and solve story problems. In the first activity, students choose an equation that matches the story problem (MP2). Then students fill in equations to represent story problems.

Access for:

Students with Disabilities

- Action and Expression (Activity 2)

English Learners

- MLR8 (Activity 1)

Instructional Routines

Notice and Wonder (Warm-up)

Materials to Gather

- 10-frames: Activity 2
- Connecting cubes or two-color counters: Activity 2
- Materials from previous centers: Activity 3
- Pattern blocks: Activity 2

Lesson Timeline

Warm-up	10 min
Activity 1	10 min
Activity 2	10 min
Activity 3	20 min
Lesson Synthesis	10 min

Teacher Reflection Question

Who got to do math today in class and how do you know? Identify the norms or routines that allowed those students to engage in mathematics. How can you adjust these norms and routines so all students do math tomorrow?

Cool-down (to be completed at the end of the lesson)

 0 min

Unit 7, Section A Checkpoint

Standards Alignments

Addressing K.OA.A.1, K.OA.A.2

Student-facing Task Statement

Lesson observations

Student Responses

- Accurately retell a story problem in their own words.
- Use objects, drawings, or equations to represent a story problem.
- Explain connections between objects, drawings, story problems, and equations.